Franklin®

LANGUAGE MASTER

LM-4200

USER'S MANUAL

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Introduction

You now have a powerful, portable electronic reference that combines the features of a dictionary and a thesaurus.

Using the Language Master™, you can:

- check and correct spellings,
- find unknown letters and fragments of words,
- find dictionary definitions and confusable words,
- find thesaurus definitions and synonyms,
- hear words pronounced,
- pick and look up words on screen, and
- review words that you've already looked up.

This User's Manual shows you how. You can follow its numbered instructions using the examples shown or using words that interest you.

✔ *Your First Tip*

Throughout this manual, you'll see notes like this one. They explain how to get the most out of your Language Master™. Look for them.

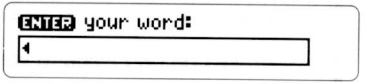
Getting Started

Before using the Language Master, you must install four AAA batteries. The first time you use the Language Master, you'll automatically see a demonstration.

1. **Remove the battery cover on the back.**
2. **Insert the batteries with their plus signs aligned as shown on the unit.**
3. **Replace the cover.**
4. **Press (ON/OFF).**
5. **Press (CLEAR) to stop the demonstration.**

To learn how to disable the demonstration, see p. 4.

6. **To adjust the contrast, press ⇩ or ⇧ at Enter your word.**

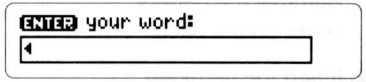


To learn another way to adjust the contrast, see p. 24-25.

Disabling the Demonstration

After your first session, you probably don't want to see the automatic demonstration each time you turn on the Language Master. Here's how to disable the demonstration.

1. **Wait until the demo is finished, or press (CLEAR) to stop it.**



2. **Press (MENU).**
3. **With Disable Demo highlighted, press (ENTER).**

✔ *Enabling the Demonstration*

To enable and view the demo at any time:

1. Press (MENU).
2. With `Enable Demo` highlighted, press (ENTER).
3. Press (ON/OFF) twice to view the demo.

✔ *Just Follow the Arrows*

The blinking arrows on the right of the screen show which arrow keys you can press to move around menus and text. In text, they indicate that more information exists off screen in this direction.

✔ *Help is Always at Hand*

You can view appropriate help messages at any time by pressing (HELP). To move down a message, press ⇩. Or, press (SPACE) to page down. To exit a help message, press (BACK) or (HELP).

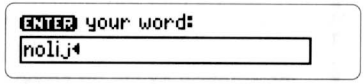
✔ *Resuming Where You Left Off*

After your first session when you turn on the Language Master you'll return to the last screen that you saw. This will occur only if the demo is disabled.

Correcting Spellings

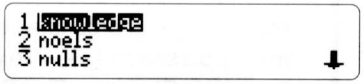
To check or correct spellings, type a spelling and then press (ENTER). If you misspell the word, you'll see a correction list.

1. Type a spelling.

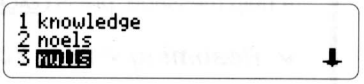


To erase letters, press (BACK).

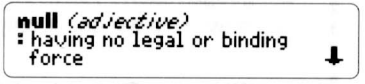
2. Press (ENTER).



3. If needed, press ⇩ to highlight a correction.



4. Press (ENTER) to define it.



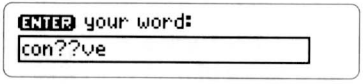
5. Press (CLEAR) when you're done.

To go back to the correction list, press (BACK).

Using the Letter Detective™

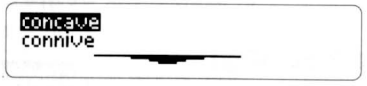
The question mark is the Letter Detective. You can use the Letter Detective to find unknown letters in words.

1. Type a word with a ? for each unknown letter.

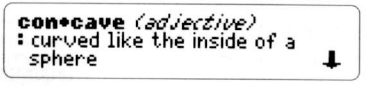


2. Press (ENTER).

3. If needed, press ⇩ to highlight a word.



4. Press (ENTER) to define it.

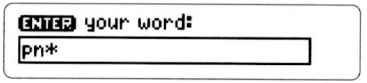


5. Press (CLEAR) when you're done.

Using the Fragment Finder™

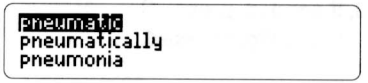
The asterisk is the Fragment Finder. You can use it to find prefixes, suffixes, and fragments of words. Each asterisk can stand for any number of letters.

1. Type a word with a * for a series of unknown letters.

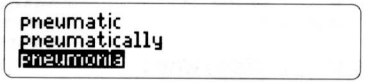


To type an asterisk, press [*].

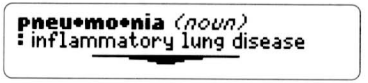
2. Press (ENTER).



3. Press ⇩ to highlight a word.



4. Press (ENTER) to define it.



5. Press (CLEAR) when you're finished.

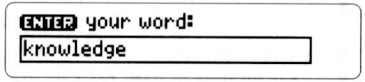
✔ *Advanced Spelling Finding*

- You can enter ?'s and *'s in the same word. For example, `pers?ver*`. If you enter a ? next to an *, you'll see all words in the dictionary with one letter or more. Similarly, `????*` will look for all words with four or more letters. Remember, *'s can stand for any number of letters, including one or none.
- You can use ?'s to find unusual words. For example, to find two-letter words beginning with an O enter `o?`. You can also use *'s to find unusual words. For example, to find all words beginning with O, enter `o*`.
- You can use ?'s to help solve crossword puzzles. For example, if the second letter of a five-letter word is H and its last letter is W. Enter `?h??w` to see possible answers.

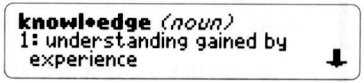
Defining Words

You can find definitions by typing a word at Enter your word or by picking a word. To learn how to pick words, see p. 15.

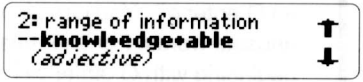
1. Type a word.



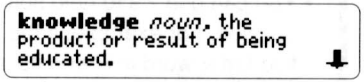
2. Press (ENTER) to see its dictionary entry.



3. Press ⇩ or (SPACE) to move down.



4. Press (THES) to view a thesaurus meaning and synonyms.



5. Press (NEXT) to view the next thesaurus meaning, if any.

To learn about thesaurus entries, see p. 12.

✔ Understanding Dictionary Entries

In dictionary entries, the entry word in bold appears first with hyphenation points and part(s) of speech in parentheses. Next, you'll see inflections and run-ons in bold. One or more definitions of the entry word follow.

✔ Viewing More About a Word

The Language Master shows you when more information is available for a word by flashing THES or CONF in the upper right of the screen. When you see THES, you can press (THES) to view a thesaurus meaning for that word. When you see CONF, you can press (CONF) to view a Confusables list.

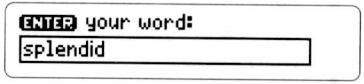
✔ Browsing Dictionary Entries

At a definition, press (NEXT) to view the next dictionary definition. Press (PREV) to view the previous one. NOTE: Dictionary entries aren't always in alphabetical order.

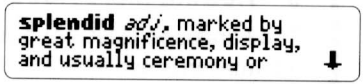
Finding Synonyms

You can find synonyms and thesaurus definitions by typing a word or by picking a word. To learn how to pick words, see p. 15. Remember, when you see THES in the upper right of the screen, the word has a thesaurus entry.

1. Type a word.

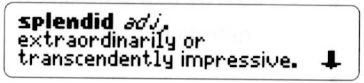


2. Press (THES) to see the first thesaurus entry.



3. Press ⇩ to see synonyms.

4. Press (NEXT) to view the next thesaurus meaning, if any.



5. Press ⇩ to see synonyms.

To return to the previous thesaurus entry, press (PREV).

✔ Understanding Thesaurus Entries

Thesaurus entries consist of thesaurus meanings and synonym lists. A thesaurus meaning is a definition shared by a list of synonyms. Synonyms are words which have similar meanings.

✔ Backing Up

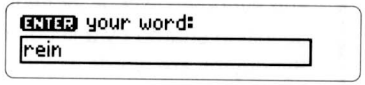
(BACK) takes you back to the previous screen. You can continue to back up until you see Enter your word.

(PREV) takes you to the previous screen of similar information. For example, if you were looking at a dictionary definition, you go to the previous definition.

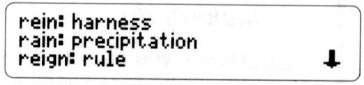
Finding Confusables™

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, you'll see CONF in the upper right of the screen. Try this example.

1. Type rein.



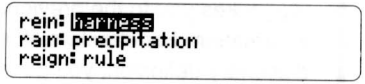
2. Press (CONF).



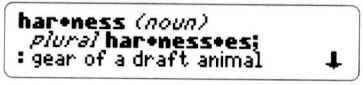
3. To see more about a word, press (ENTER) to turn on the highlight.

Confusables come with identifying words.

4. Press the arrow keys to highlight a word.



5. Press (ENTER) to define it. Or (THES) to see its thesaurus meaning.

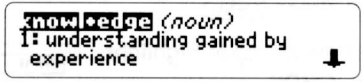


Picking Words

You can look up words by picking them from dictionary definitions, thesaurus entries, or word lists. You pick a word by highlighting it.

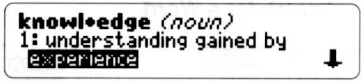
1. Type knowledge. Then press (ENTER).

2. At any text, press (ENTER) to turn on the highlight.



To turn the highlight off, press (BACK).

3. Press the arrow keys to move the highlight.

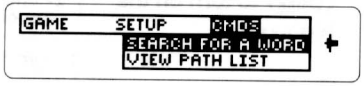


4. Press (ENTER) to define the word, or (THES) to see a thesaurus meaning, or (CONF) to see Confusables, if any.

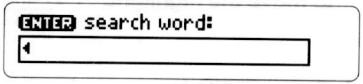
Searching for Words

Under the CMDS (commands) menu, `Search for A Word` lets you find all of the definitions in which a word appears. You can then view the definitions.

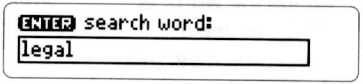
1. Press (CLEAR).
2. Press (MENU).
3. Press ⇨ to highlight CMDS.
4. Press ⇩ to highlight Search for a Word.



5. Press (ENTER).



6. Type a word.



7. Press (ENTER) to search for it.

8. Press (NEXT) to see the next definition with the word in it.

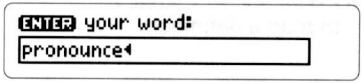
9. Press ⇩ or (SPACE) to read a definition.

Hearing Words

The Language Master can pronounce words defined in the dictionary. There are three ways you can hear a word:

- type a word at `Enter your word` and press (SAY);
- press (SAY) at a dictionary definition or thesaurus entry;
- highlight a word and press (SAY).

1. Type a word or highlight a word.



2. Press (SAY) to hear the correct pronunciation.

✔ Tips About Hearing Words

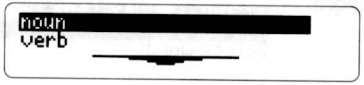
You can highlight words in dictionary definitions, thesaurus meanings, Confusables and Classmates lists, and games. Then press (SAY) to hear them pronounced.

If you don't hear anything or have trouble hearing a word pronounced, adjust the volume control on the right side of the unit.

✔ Hearing Homographs

Homographs are words that are spelled exactly the same, but pronounced differently. If you type or highlight a word that has more than one pronunciation, you'll see a pronunciation list. Here's an example.

1. Type `record`.
2. Press (SAY).

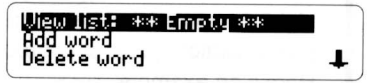


3. Press ⇧ or ⇩ to select a part of speech.
4. Press (ENTER) or (SAY) to hear the word.
5. Press (BACK) or (CLEAR) to return to `Enter your word`.

Using The User List

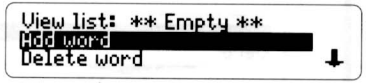
The Language Master lets you create a User list of up to 50 words. A word does not have to be in the Language Master for you to add it to the User list. Here's how to add a word.

1. Press (LIST) to see the User list menu.

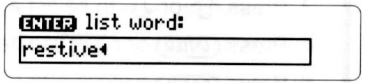


If you haven't added words to your User list, you'll see `View List: empty.`

2. Press ⇩ to highlight Add Word. Then press (ENTER).



3. Type a word. Then press (ENTER).



4. Press ⇧ to highlight View List . Then press (ENTER).

This is a User list of one word.

✔ Adding Words Not in the Dictionary

You can add words to the User list that are not in the Language Master. When you add a new word, the Language Master will tell you the word can't be found and give you three options: `Cancel`, `add anyway`, or `correction list`. Use the arrows to highlight an option. Then press (ENTER).

CAUTION: Adding words to your User list that are not in the dictionary uses considerably more memory than adding words that are in the Language Master. If you add only words to your list that aren't in the Language Master, you may only be able to add as few as 10 words.

✔ Picking Words to Add

At any screen of text, you can highlight a word, and add it to the User list.

1. Press (ENTER) to turn on the highlight.
2. Press the arrows to highlight a word.
3. Press (LIST).
4. Press ⇩ to highlight `Add "highlighted word"`.
5. Press (ENTER).

✔ *Deleting A User List Word*

To delete a single word from your User list:

1. Press (LIST).
2. Highlight `Delete word`. Then press (ENTER).
3. Highlight a word on the list. Then press (ENTER).

✔ *Deleting All User List Words*

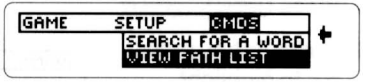
To delete all the words in your User list:

1. Press (LIST).
2. Press ↓ to highlight `Erase list`.
3. Press (ENTER).
4. Press [Y], if you still want to erase the entire list. Or, press [N] to cancel the Erase list command.

Reviewing Words

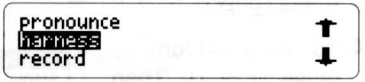
Using the Path list, you can review up to 50 words that you've previously looked up. Your Path list is automatically saved between sessions unless the batteries run out of power.

1. Press (MENU).



2. Under CMDS, highlight View Path List. Then press (ENTER).

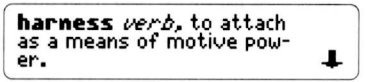
3. Press ↓ to highlight a word.



If you haven't looked up any words, you see `Path is empty`.

4. Press (ENTER) to define it.

5. Press (THES) to see a thesaurus entry. Or (CONF) to see Confusables, if any.

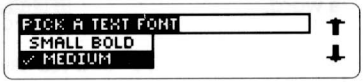


Changing Settings

Using the Setup menu, you can change the text font, the shutoff time, and the screen contrast. You can adjust these settings at any time.

1. Press (MENU).
2. Under Setup, press ⇧ to highlight Set Font.

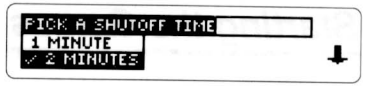
3. Press (ENTER).
4. To pick a text font, press ⇧ or ⇩. Then press (ENTER).



5. Press (MENU).
6. Under Setup, press ⇩ to highlight Set Shutoff.

7. Press (ENTER).

8. To pick a shutoff time, press ⇧ or ⇩. Then press (ENTER).



9. Press (MENU).
10. Under Setup, press ⇩ to highlight Set Contrast. Then press (MENU).

11. To set the contrast, press ⇧ or ⇩. Then press (ENTER).

✓ Understanding the Settings

- Small font displays four lines per screen. Medium displays three lines, and Large display two lines. All three font sizes are available in bold. Pick Large if you read large-print books. Fonts in the menus and the games always stays the same.
- The shutoff time is the number of minutes the Language Master stays on if you forget to turn it off.
- You can also set the contrast at `Enter your word` by pressing ⇩ or ⇧.

Starting the Games

The Language Master includes a variety of fun and educational games. See p. 28 for the rules of each game. Here's how to select a game.

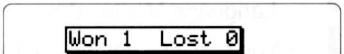
1. Press (GAMES).

2. Press ⇧ or ⇩ to highlight a game.

3. Press (ENTER) to start the highlighted game.

✔ *Keeping Score*

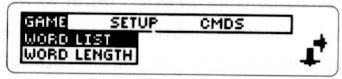
Most of the games keep score for you. The Language Master keeps track of your wins and losses.



✔ *Changing Games Settings*

You can change the game settings at any time. Each setting applies to all the games.

1. Press (MENU).
2. Press ⇦ to highlight `Game`.

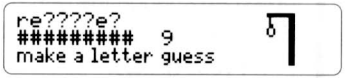


3. Press ⇩ to highlight a setting.
4. Press (ENTER) to select it.

- **`Word List`** lets you pick a word list (elementary, intermediate, advanced, expert, SAT test words, User list, and words you type in). If you select `type them in`, you'll need to type in words once you select a game.
- **`Word Length`** lets you pick the word length (3-13 letters). Or, you can let the Language Master randomly pick the word size.
- **`Skill Level`** lets you select the level of difficulty.

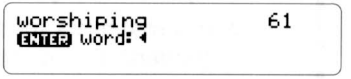
Playing the Games

Hangman



In Hangman, you try to guess all the letters hidden behind the question marks before running out of guesses and getting hanged. A ? represents each letter in the mystery word. The number of guesses you can make appears to the right of the #'s. The #'s will be replaced by the letters that you guessed that aren't in the word. You can press [*] for a letter hint or [?] to end a game. When a game is finished, press (SPACE) to continue with a new game. You can press (ENTER) to see the definition of the mystery word. Press (BACK) to exit a game and see the games list.

Anagrams



In Anagrams, you try to find all of the words that occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Type in a possible anagram, then press (ENTER). Use the arrows to view anagrams you've already entered. Press [*] to shuffle the letters in the selected word. Press [?] to end a game and reveal the remaining anagrams. Press (BACK) to exit a game and see the games list.

Press (ENTER) to turn on the highlight. Use the arrow keys to highlight a word, and then press (ENTER) to see its dictionary definition.

Jumble

In Jumble, you try to create a word out of the jumbled letters. You must use all of the available letters at once. Press [*] to rearrange the jumbled letters. Type your guess and press (ENTER). You can press [?] to end a game and reveal the mystery word(s). Press (BACK) to exit a game and see the games list.

Press (ENTER) to turn on the highlight. Use the arrow keys to highlight a word, and then press (ENTER) to see its definition.

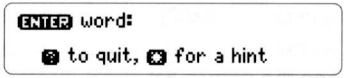
Word Train

In Word Train, you try to complete at least a four letter word before the Language Master does. You can only type every other letter. Don't try to type two letters in a row since the Language Master will always type a letter after you do.

Press [*] to view a list of possible letters. You can also press [?] to end a game and reveal the word the Language Master was trying to build. Press (BACK) to exit a game and see the games list.

At the end of a game, you can press (ENTER) to see the dictionary definition of the word.

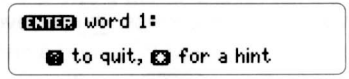
Spelling Bee



In Spelling Bee, you must correctly type the word that is flashed on screen. Press [*] to briefly see the word again. Press [?] to end a game and reveal the correctly spelled word. Press (BACK) to exit a game and see the games list.

At the end of a game, press (SPACE) to start the next game. You can press (ENTER) to see the word's dictionary definition.

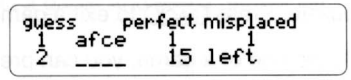
Memory Challenge



In Memory Challenge, you attempt to repeat the list of words shown on the screen. Each word must be spelled correctly and the words must be in the exact order that they were shown. Press (ENTER) after typing each word in the list. Each time you start a round a new word is added to the end of the word list. Press (SPACE) to go to the next round.

Press [*] to flash the current word. Press [?] to reveal the current word and move on to the next word in the list. Press (BACK) to exit a game and see the games list.

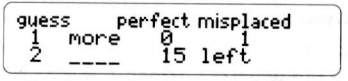
Deduction



In Deduction, you try to guess the sequence of letters in the puzzle. You can only use letters within the given range, and you're limited to a certain number of guesses. You'll see each guess along with its score. The number of letters that are found in the puzzle exactly as you typed them are listed under `perfect`. The number of letters that are found in the puzzle, but not where you typed them are listed under `misplaced`.

You can use the arrow keys to view previous guesses along with their score. Press [*] to reveal a single letter in the puzzle. Or, press [?] to end a game and reveal the entire puzzle. Press (BACK) to exit a game and see the games list.

Word Deduction

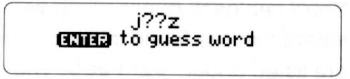


In Word Deduction, you try to guess the puzzle word. You play by the same rules as Deduction, except that the puzzle is always a word.

You can use the arrow keys to view previous guesses along with their score. Press [*] to reveal a single letter in the puzzle. Or press [?] to end a game and reveal the entire puzzle. Press (BACK) to exit a game and see the games list.

At the end of a game, you can press (ENTER) to see the definition of the mystery word.

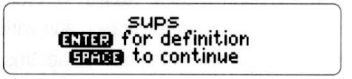
Word Blaster



In Word Blaster, you try to guess the mystery word before all of the letters are filled in on the screen. One letter at a time is revealed. When you know the mystery word, press (ENTER), and type in the answer.

You can press [?] at any time to end a game and reveal the hidden word. Press (SPACE) to try your luck at the next hidden word. Press (BACK) to exit a game and see the games list. At the end of a game, press (ENTER) to see the dictionary definition for the mystery word.

Flashcards



In Flashcards, you get to test your knowledge of randomly picked words. A word will appear on the screen, if you are unfamiliar with the word or want to see more information about it, press (ENTER) to see its dictionary definition. If you know the word, press (SPACE) to view the next word. Press (BACK)to exit a game and see a games list.

Word Builder

Word Builder takes a series of letters or a word and determines how many words can be built from it. The total number of words made from the main word appear in the upper right of the screen. Press ⇩ or ⇧ to view the entire list.

Specifications

Product Features

- 83,000 words: 41,000 thesaurus entry words; 496,000 synonyms; 77,000 thesaurus meanings
- Confusables, MatchMaker II spell correction, Crossword Solver, hyphenation, speech, Search for Word, User list, Path list, Pick Mode, automatic self-demonstration and variable type sizes
- 11 word games: Hangman, Anagrams, Jumble, Word Builder, Flashcards, Spelling Bee, Memory Challenge, Word Blaster, Word Train, Deduction and Word Deduction.
- Game scoring, adjustable skill levels for the games.
- Context-sensitive help messages
- Adjustable shutoff timing
- Adjustable screen contrast
- Earphone jack
- 9-volt AC-adapter jack

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Key Guide

BACK	Erase, back up, or turn off highlight in text.
CLEAR	Clear to enter a word.
CONF	View Confusables list, if any.
ENTER	Start a search, select a menu item, or turn on highlight in text.
GAMES	View games list.
HELP	View a help message.
LIST	View the User list.
MENU	View the main menus.
NEXT	Go to the next entry.
ON/OFF	Turn the Language Master on or off.
PATH	View the Path list.
PREV	Go to the previous entry.
SAY	Hear a word pronounced.
SPACE	Type a space, or page down.
THES	View thesaurus meanings, if any.
⇩ ⇧ ⇦ ⇨	Move in the indicated direction.
*	Type a Fragment Finder character.
?	Type a Letter Detective character.

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